

ZODIAC RUSH





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RACE AS ZODIAC CHARACTERS TO COLLECT FOOD CRATES BEFORE A DEADLY COMET HITS AND EVERYTHING GET EXPLODED. HURRY! MOVE, GRAB CRATES, OUTSMART THE OTHERS, AND USE UNIQUE ABILITIES TO WIN. BRACE YOURSELF FOR AN RELENTLESSLY COMPETITIVE AND CHAOTIC GAMEPLAY.

THE GAME IS BASED ON VIETNAM'S BEST-SELLING COMIC BOOK SERIES, WHICH REVOLVES AROUND A GROUP OF ZODIAC FRIENDS.





OBJECTIVE:
SUPER SIMPLE!
WHOEVER COLLECTS THE MOST SUPPLY CRATES WINS AND GETS THE TITLE OF "HERO OF RAINBOW PLANET"!

WAIT, WHY AM I HERE?

NOT COOL!
ARIES ARE NEVER 2ND PLACE! X

PLEASE, IT'S JUST EXAMPLE, YOU ARE NOT WINNING ANYWAY...



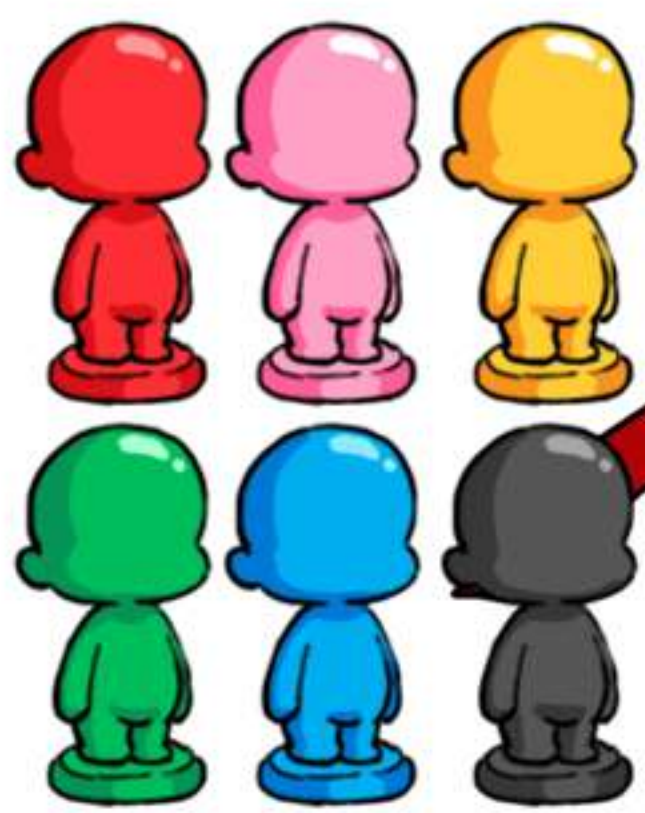
PISCES	8	
ARIES	5	
TAURUS	3	

WHAT IF 2 OR MORE PLAYERS HAVE THE SAME NUMBER OF CRATES?

XEETT!



WE RACE 1 TIE-BREAKER ROUND! DETAILS ON PAGE 10



4 SETUP



PUT THE PLAYER
TOKENS ON THE
START CELL ON THE
MAP

PUT THE CRATES ON EACH
SHOP ACCORDING TO THE
NUMBER INDICATED NEXT TO
EACH SHOP.

**NOTE: NO CRATES ON
SCHOOL AND
SUPERMARKET**

EACH PLAYER
RECEIVES A
TROLLEY CARD OF
THE SAME COLOR
AS THEIR
CHARACTER TOKEN.

EACH PLAYER RECEIVES 3
EQUIPMENT CARDS
**(HIDE THIS FROM YOUR
OPPONENTS!)**

..AND CHOOSES 1 ZODIAC
CHARACTER CARD. PUT IT
FACE-UP ON THE TABLE!

NOW ROLL THE DICE
TO DECIDE WHO
GOES FIRST

HIGHEST NUMBER GOES FIRST, IN A
CLOCKWISE ORDER.

THE 1ST
PLAYER WILL
ALSO KEEP
20 COMET
EVENT
CARDS.
DETAILS ON
PAGE 9

5 GAME TURN

EACH PLAYER HAS
4 BASIC ACTIONS:

DETAILS ON EACH
ACTION:

- + DRAW A CARD AND
ROLL THE DICE
- + MOVE YOUR FIGURE
- + COLLECT THE CRATES
- + USE YOUR CARDS

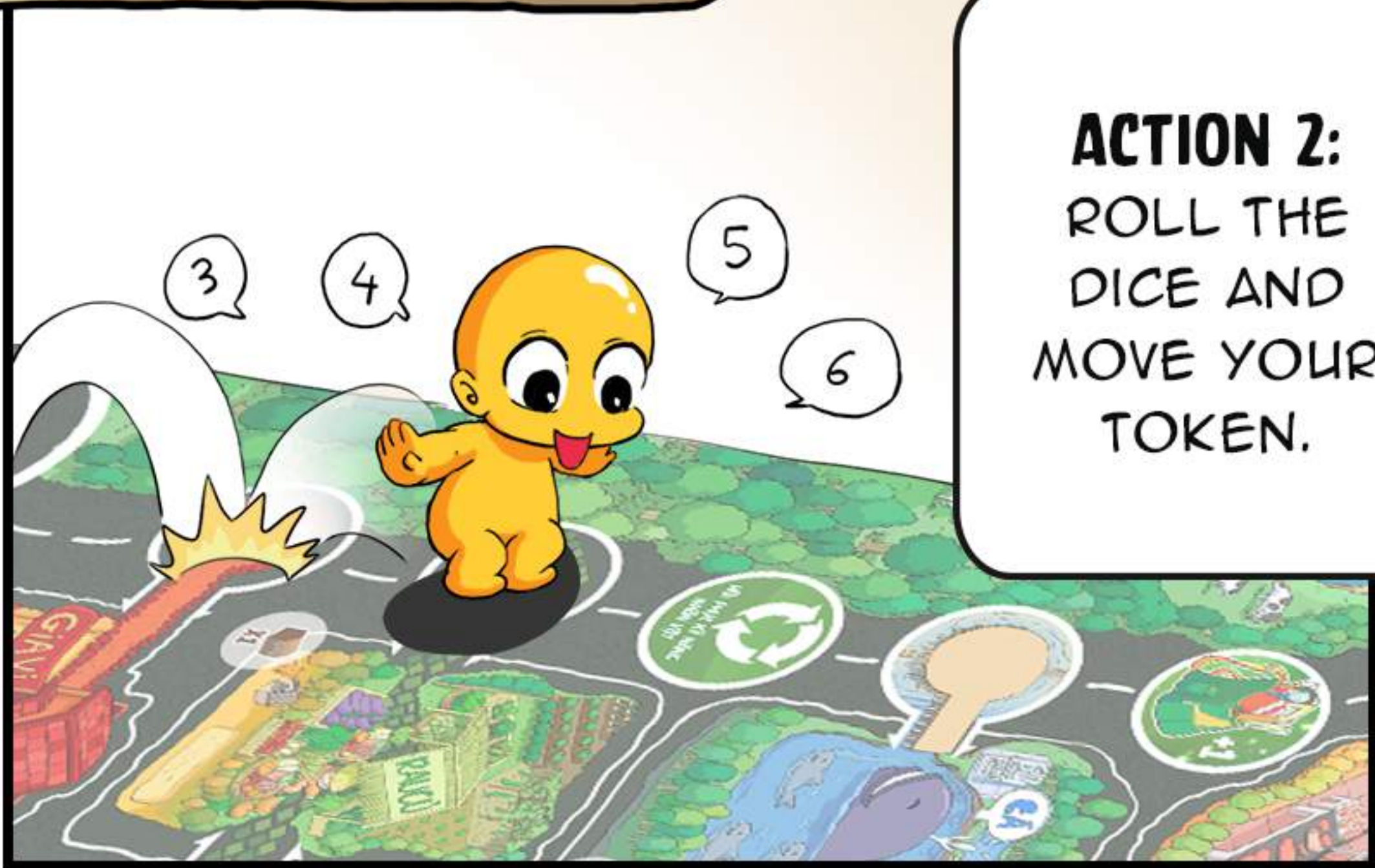


ACTION 1:
DRAW 1 NEW
EQUIPMENT
CARD AND
ROLL THE
DICE

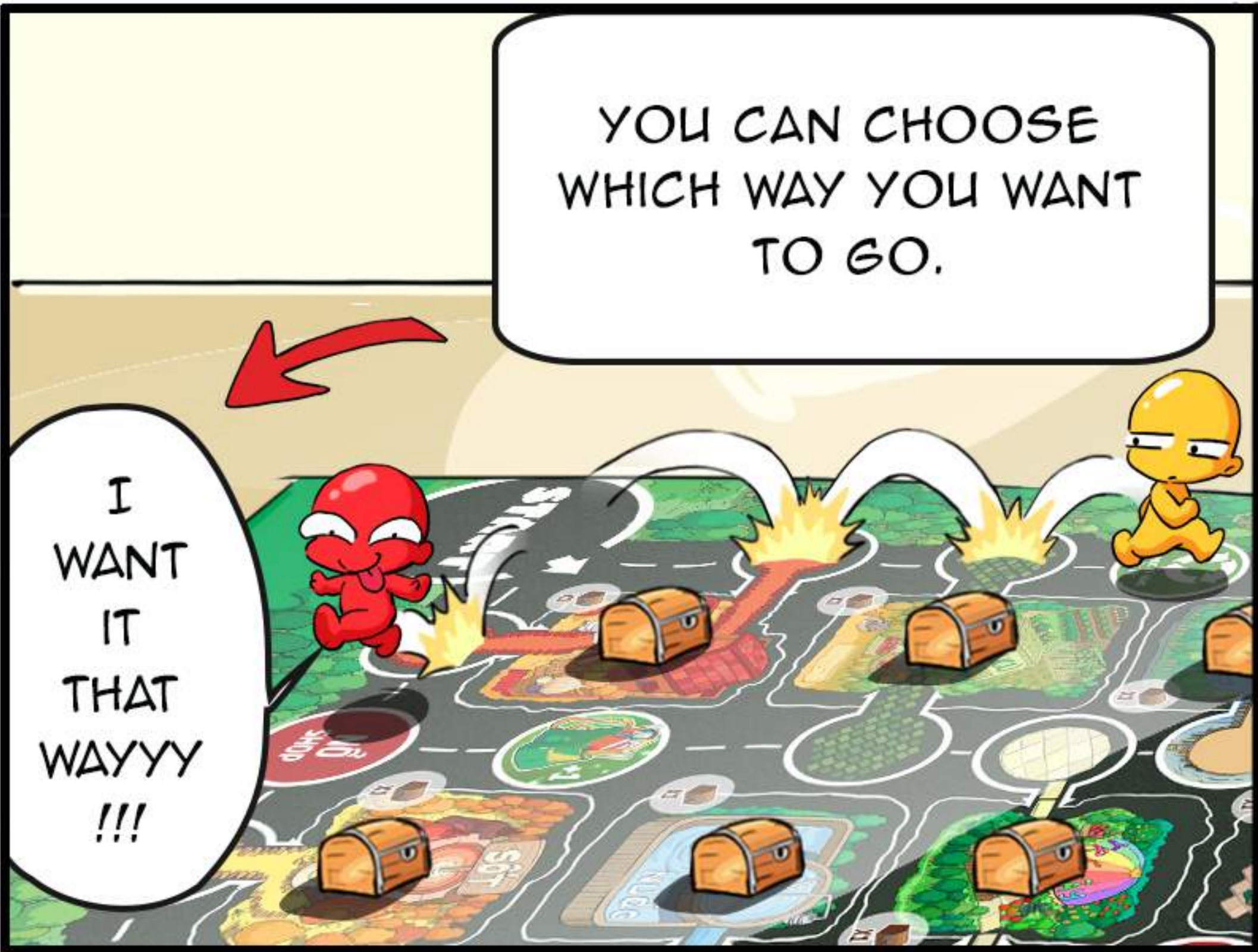
YOU CAN NOT
HOLD MORE
THAN 5
EQUIPMENT
CARDS.
DISCARD AT
THE END OF
YOUR TURN
UNTIL THERE
ARE 5 CARDS
ON YOUR
HAND



6 CARDS. I
HAVE TO
DISCARD 1.

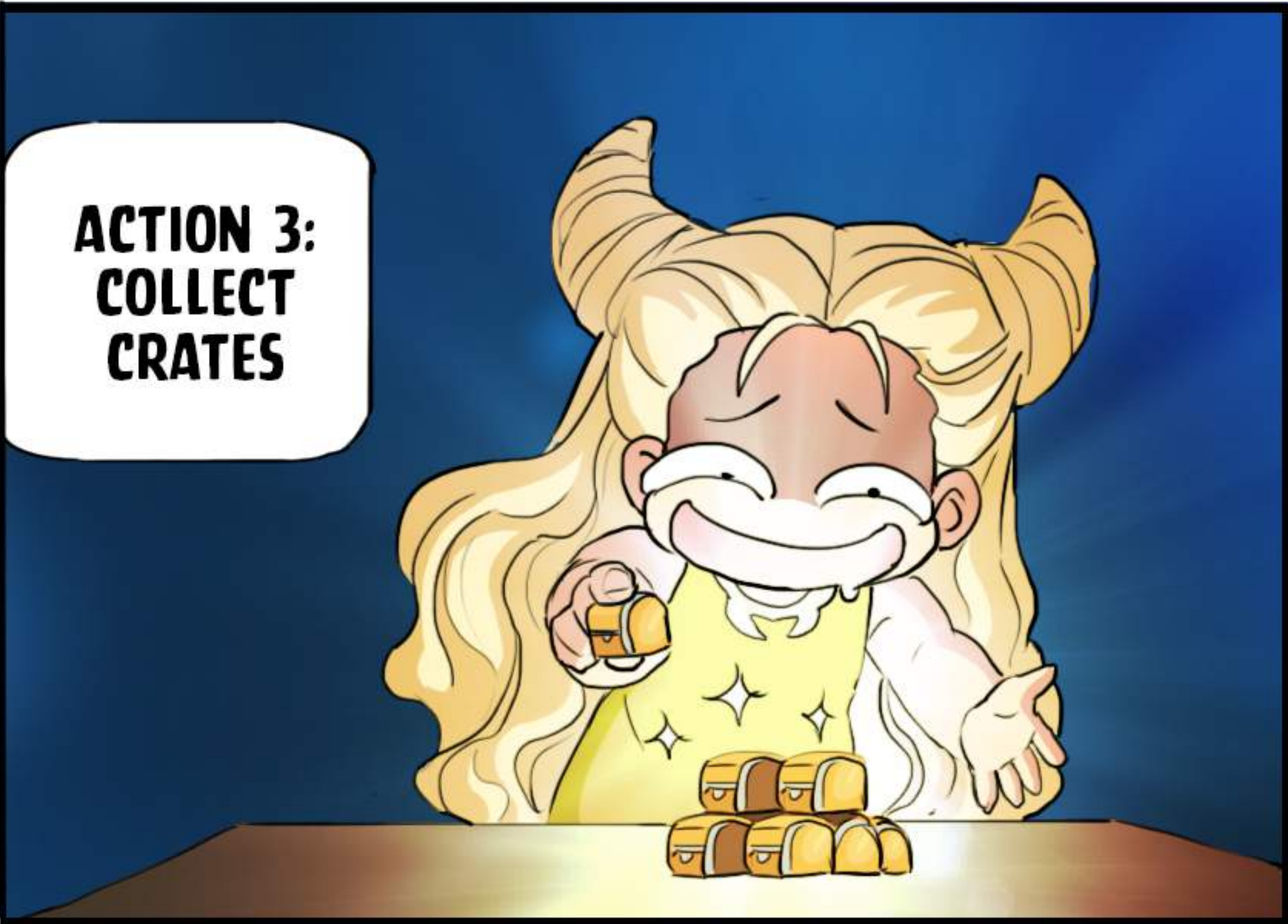


ACTION 2:
ROLL THE
DICE AND
MOVE YOUR
TOKEN.



YOU CAN CHOOSE
WHICH WAY YOU WANT
TO GO.

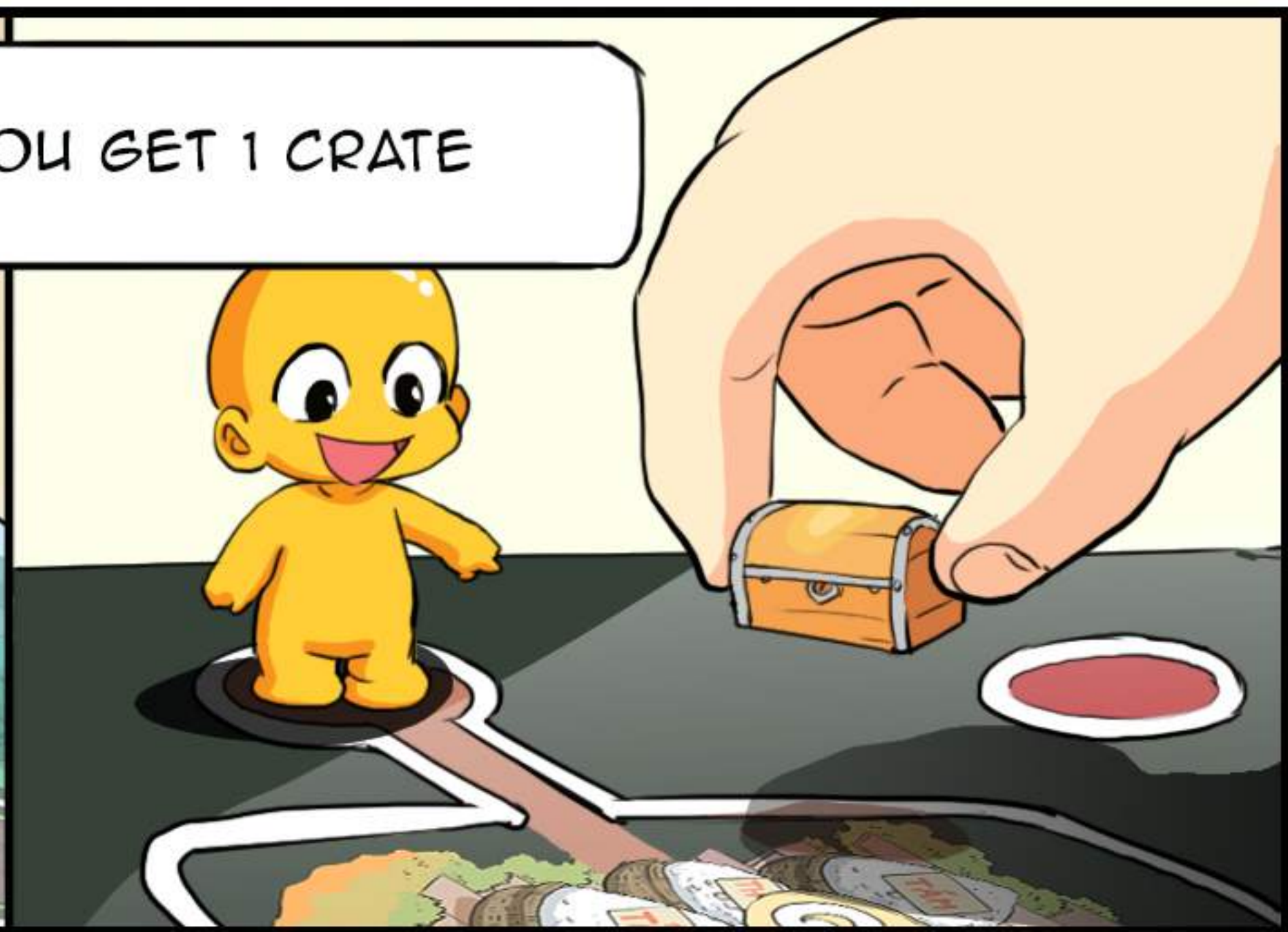
I
WANT
IT
THAT
WAYYYY
!!!



ACTION 3:
COLLECT
CRATES



EVERY TIME YOU
REACH 1 SHOP



YOU GET 1 CRATE

6

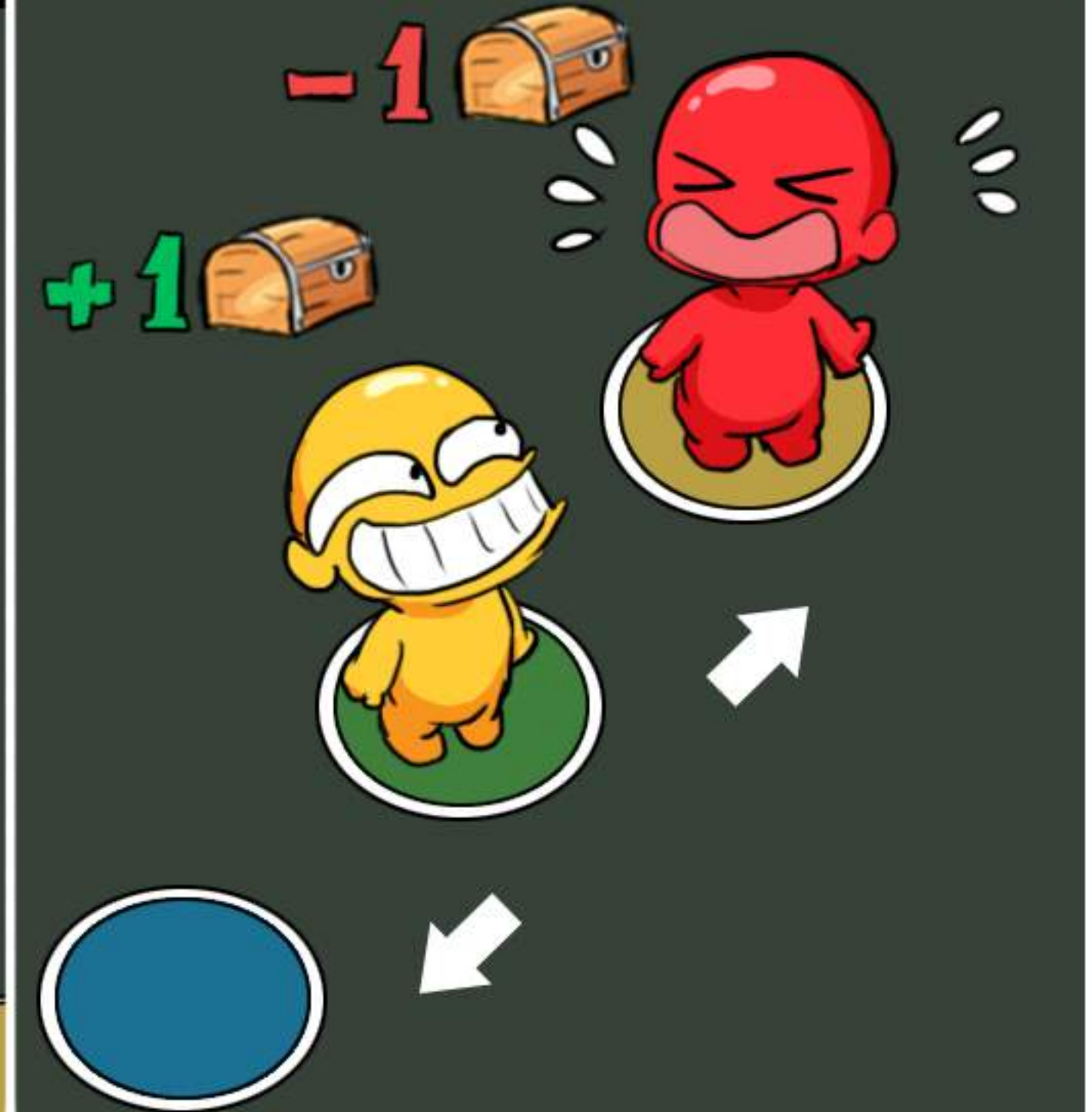
IF YOU ARE AT
SUPERMARKET, YOU
CAN TAKE 1 CRATE
FROM ANY SHOP.



YOU CAN ALSO GO TO
WHERE OTHER PLAYER IS
STANDING...



.. "KICK" THEM OVER TO THE
NEXT CELL AND "STEAL" 1
CRATE FROM THEM.



KICKING A PLAYER TO A CELL OF ANOTHER
PLAYER CREATES A **CHAIN KICK EFFECT!**



THE LAST PLAYER TO
BE KICKED HAS TO
GIVE YOU 1 CRATE

ALSO, DO NOT FORGET TO
USE YOUR CHARACTER SKILL
AND EQUIPMENT CARDS!



1ST I USE
THE
"STALKER"
CARD

I MOVE
NEXT TO
GREEN AND
GET 1 CRATE
FROM CAKE
SHOP



THEN ROLL DICE
FOR 2 AND MOVE
TO GLASS SHOP

TO GET 1
MORE
CRATE.



BE STRATEGIC AND ACT COOL
WHILE WINNING 😊



ACTION 4: USE CARDS

PLAYERS CAN USE ALL
EQUIPMENT CARDS ON
THEIR HANDS AND THEIR
CHARACTER SKILL CARD
(IF ACTIVATED)

RED EQUIPMENT
CARDS CAN ONLY
BE USED DURING
YOUR TURN

PATIN SHOES



Patin shoes allow you to move 2
extra cells.

MIRROR WALL



Prohibit 1 player from moving
in any form.

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GREEN
EQUIPMENT
CARDS CAN
BE USED
WHENEVER
YOU WANT.

THE UPCOMING EQUIPMENT CARD
OVERRIDES THE CARD BEFORE

CHARACTER
SKILL CARDS
CAN ONLY BE
NEGATED BY
OTHER
CHARACTER
SKILL CARDS



LEADER



THIS SYMBOL
MEANS YOU
CAN NOT USE
THE CARD
WHILE AT
SCHOOL



CAN ONLY
BE USED
BEFORE
YOU ROLL
THE DICE



SHUFFLE THE
USED EQUIPMENT
CARDS AND
REUSE THEM IF
THERE ARE NO
MORE CARDS TO
DRAW.



CHARACTER SKILL CARDS HAVE TO
BE FACED DOWN AFTER USED. FACE
THE CARDS UP WHEN YOU REACH
THE "REACTIVATION" CELL.



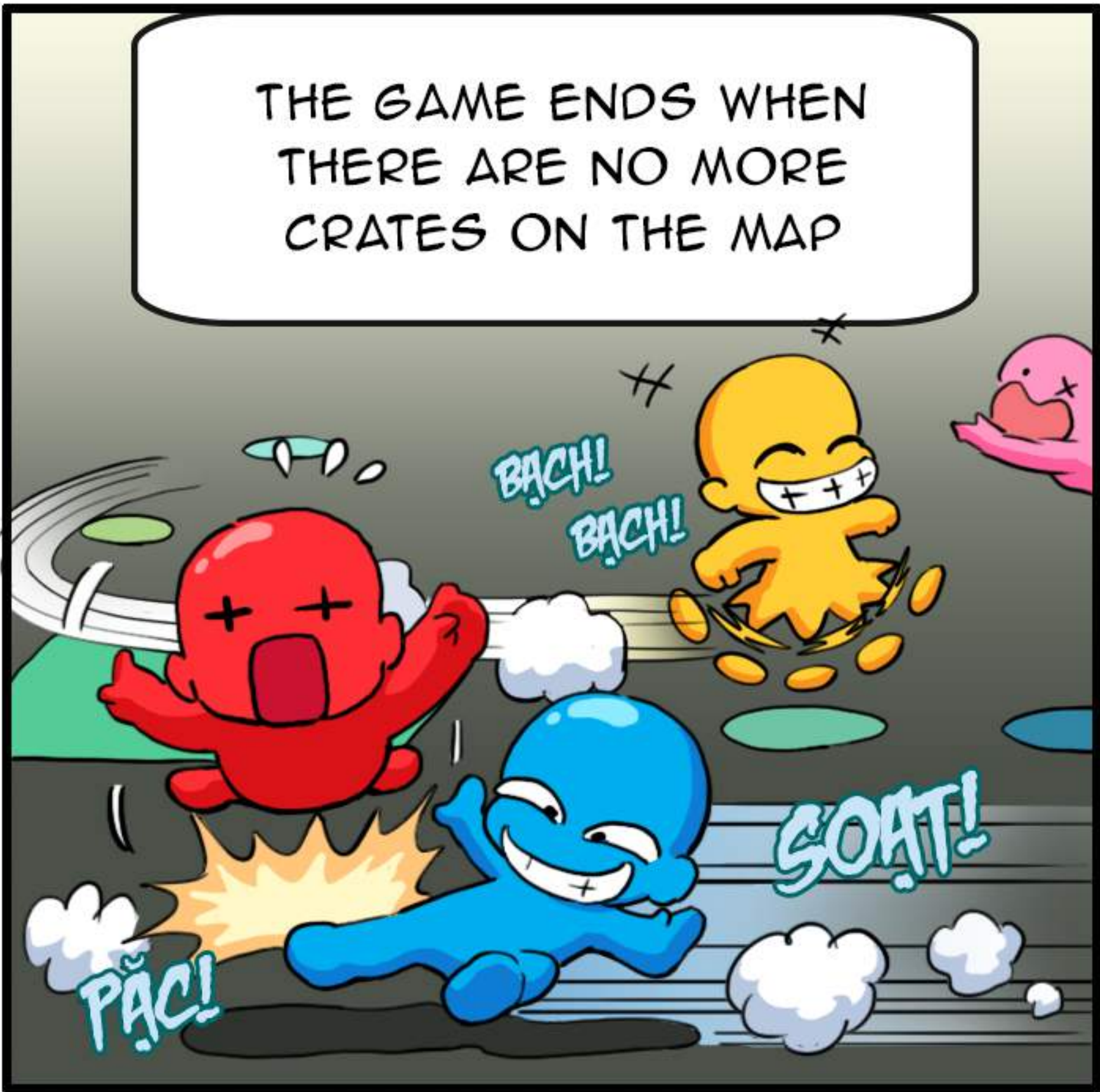
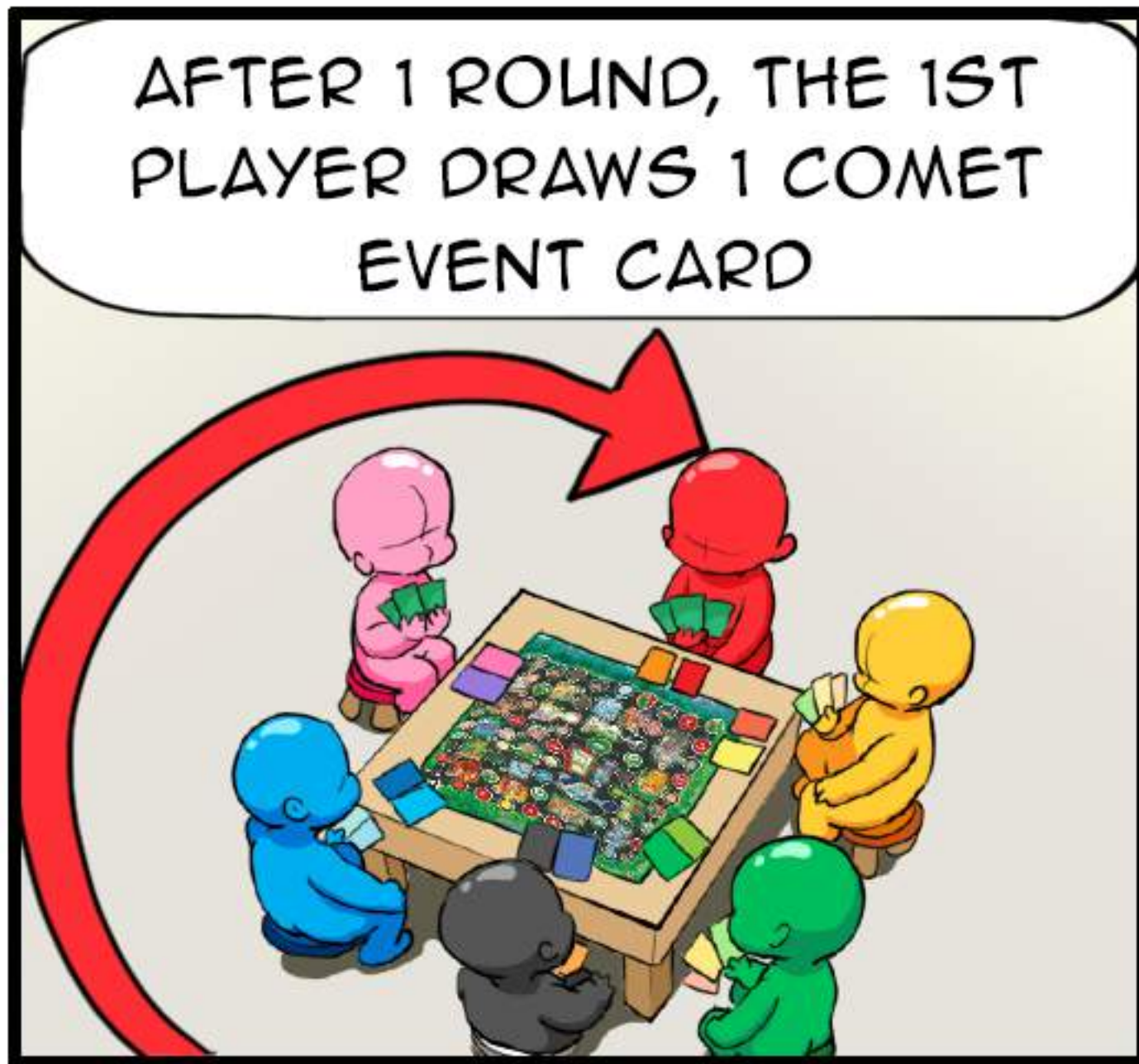


LET'S TAKE A CLOSER LOOK TO LEARN ABOUT THESE EVENT CELLS ON THE MAP.

	ROLL DICE TWICE, IF YOU GET A 5 OR A 6 THEN CONGRATZ! YOU ARE NOW GRADUATED AND CAN MOVE TO "GRADUATED" CELL.	ALTERNATIVE: SOME CARDS CAN HELP YOU GET OUT OF SCHOOL. DON'T FORGET!	THEN CONTINUE TO PLAY NORMALLY
SCHOOL: INSTANTLY BE SENT TO SCHOOL. YOU HAVE TO SUBMIT WORK IN ORDER TO GRADUATE AND GET OUT OF SCHOOL.			

BUS STATION: MOVE TO ANY BUS STATION ON THE MAP	+/- EQUIPMENT CARD: DRAW/ DISCARD 1 EQUIPMENT CARD	STOP 1 TURN: UNABLE TO MOVE THE NEXT TURN BUT CAN STILL DRAW EQUIPMENT CARDS AND USE THEM.

SHOP EXPLOSION: CATASTROPHE INBOUND!!!		
ROLL THE DICE. THE NUMBER ON THE DICE DETERMINES HOW MANY SHOPS WILL EXPLODE!		
		-1 CRATE: LOSE 1 CRATE. THIS CRATE WILL BE REMOVED FROM THE GAME.



TIE-BREAKER

IF THERE ARE 2 OR MORE PLAYERS WITH THE SAME NUMBER OF CRATES AT THE END OF THE GAME...



... RACE ONE FINAL ROUND TO DETERMINE THE ULTIMATE WINNER!

TIE PLAYERS STAY IN THE SAME POSITION. CLEAR OUT ALL THE CRATES

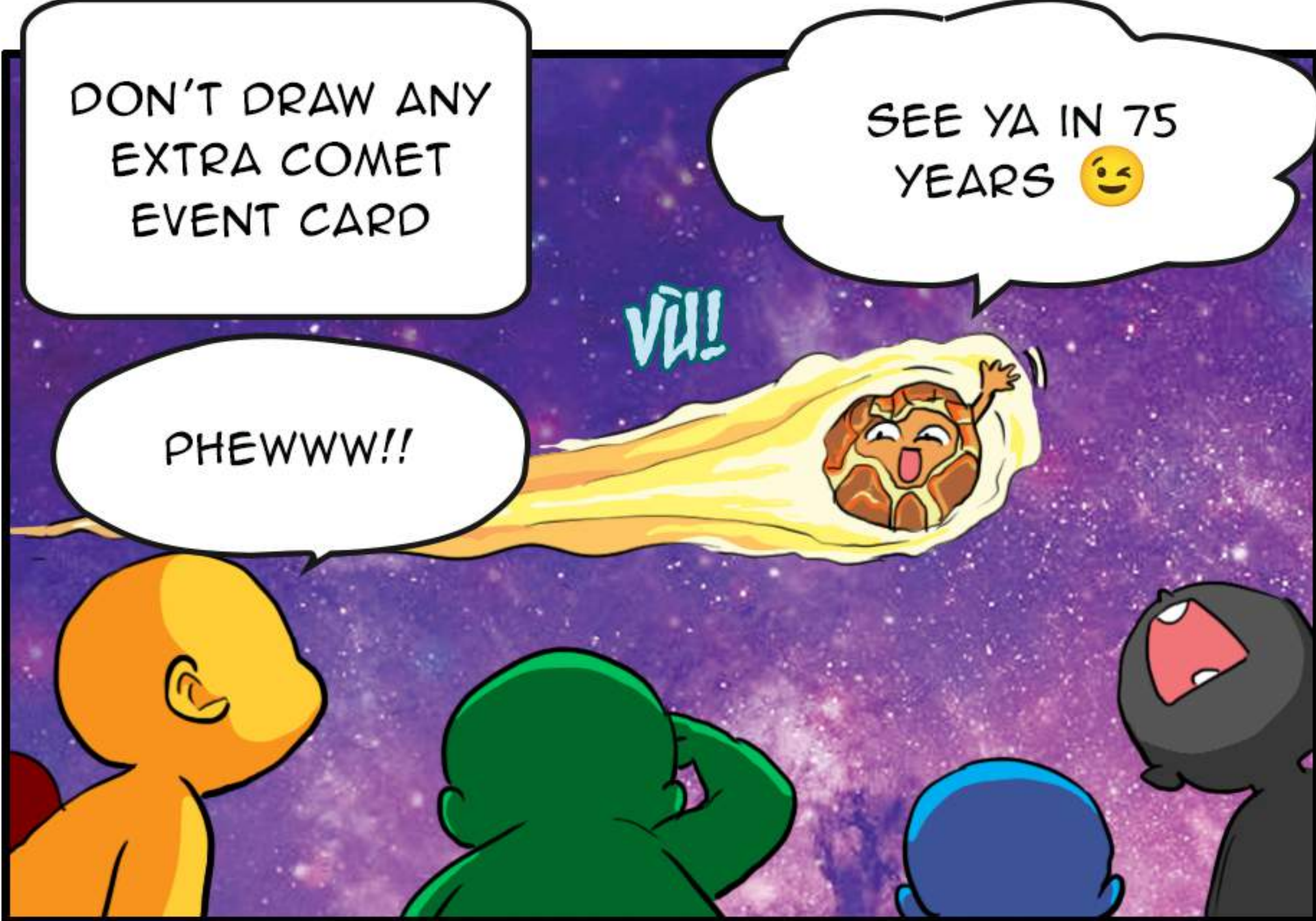


REMOVE ALL OTHER PLAYERS

SHUFFLE THE PILE OF COMET EVENT CARDS AND DRAW 1 CARD



COMPETING PLAYERS RACE FOR THIS CRATE USING SAME GAME RULES



TEAM SCENARIO



LET'S TEAM UP! I
LIKE HAVING
FRIENDS :)



DIVIDE INTO 2
TEAMS WITH
EQUAL
NUMBER OF
PLAYERS.

TEAMMATES
CAN NOT SIT
NEXT TO EACH
OTHER.

BLUE TEAM
AGAINST RED
TEAM. HMM..
INTERESTING!



GAME RULE STAYS THE SAME.

TEAM WITH THE
MOST CRATES WINS.

IN CASE OF A TIE
EACH TEAM CHOOSES
1 PLAYER TO PLAY
TIE-BREAKER.
(SEE PAGE 10).



THE END!
ENJOY AND
HAVE FUN

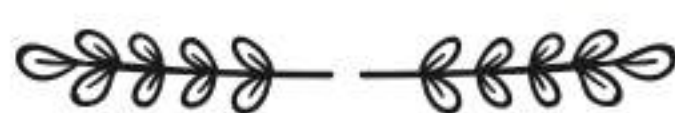


ZODIAC RUSH



components

in the game



32 CRATES



1 DICE



24 CHARACTER SKILL CARDS



46 EQUIPMENT CARDS



20 SHOP CARDS



6 TROLLEY CARDS



1 MAP

